ELECTRONIC ARTS®
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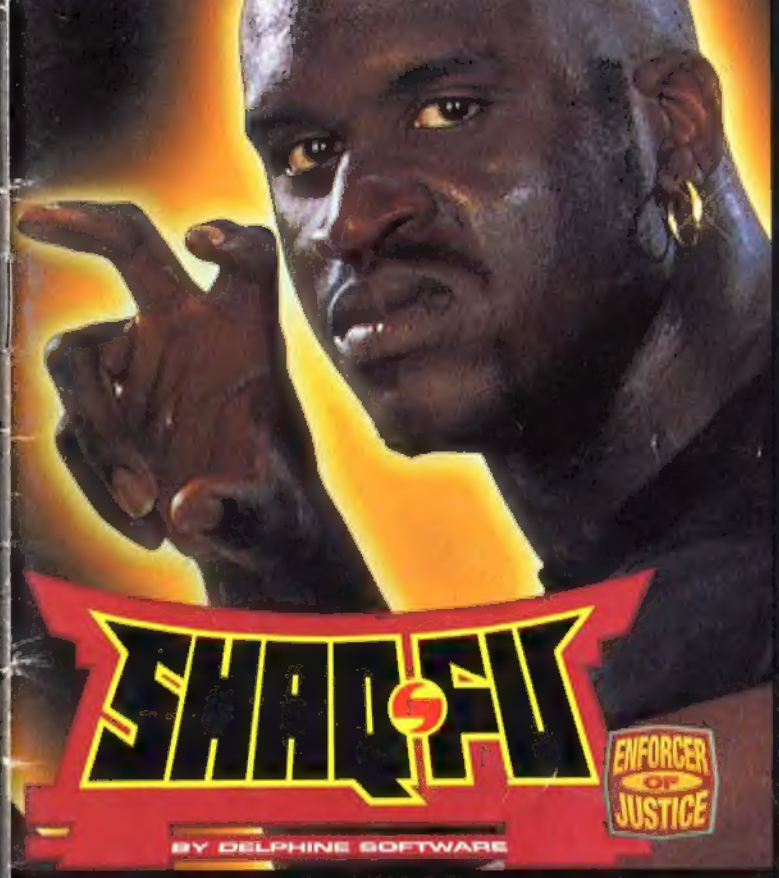

INSTRUCTION BOOKLET

Delphine Software International

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo

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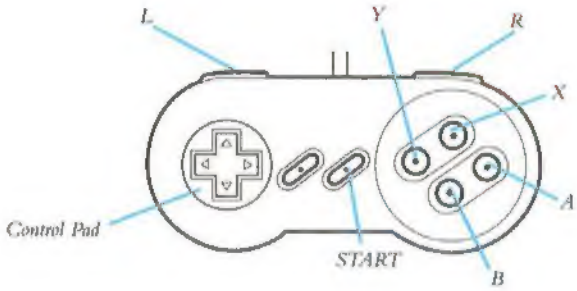
Control Summary



Power Kick	**A**
Fast Kick	**B**
Power Punch	**X**
Fast Punch	**Y**
Move Boost	**L**
Taunt/Kata	**R**
Player Movement forward/backward	Control Pad **left/right**
Jump Up	Control Pad **up**
Jump Forward/Backward	Control Pad **up + left/right**

Crouch	Control Pad **down**
Defensive Crouch	Control Pad **down** + **left/right**
Shield	Control Pad **down**, then **L**
Pause the Game during a fight	**START**

NOTE: These moves reflect the default controls. You can change your button configuration (see *Options* on page 10 for more information).

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Starting The Game

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

   WARNING: Never try to insert or remove a game pak when the power is ON.

2. Make sure a Controller is plugged into the controller socket 1 on the Super NES.

   If you're playing against a friend, plug the other Controller into controller socket 2.

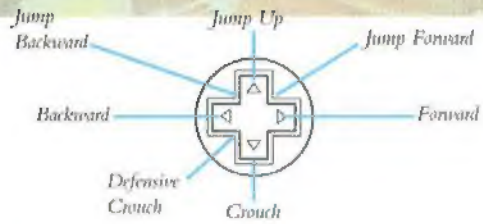
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.

4. Turn ON the power switch. The title and credit screens appear. If you don't see them, begin again at step 1.

Controlling the Game

Movement

The diagram below shows the seven basic Control Pad positions. Variations on these basic positions can produce special moves and more complex combinations. Not touching the Control Pad at all leaves the fighter in a neutral, or ready position.



NOTE: Depending on which side of the screen you are fighting from, these positions will be reversed. These are correct for a player whose fighter stands on the left side of the screen and faces right.

- To move around the screen, press the Control Pad **left/right**. This moves your character forward or backward, depending upon your position on the screen.
- To move faster, press **L** while you press the Control Pad **left/right**.
- To jump straight up, press the Control Pad **up**.
- To jump forward or backward, press the Control Pad **up** + **left/right**.

The way your fighter reacts also depends on your opponent's position on the screen and what they're about to do. For example, if your opponent is far away from you and in an idle or ready position, when you press the Control Pad to move backward your fighter will just walk backward. If you are close to your opponent and they are attacking, moving backward triggers a defensive position.

Fighting

There are two basic fighting maneuvers: Punching and Kicking. Each character also has Special Moves you can discover on your

own. When you press the Control Pad together with an attack button, the move can change depending on whether you are in an offensive or defensive position, and depending upon the sequence of presses. Try a variety of combinations with each character to discover all the different moves—some characters may surprise you with a weapon as well!

Punches

- To throw a Power Punch, press **X**. Again, try pressing the Control Pad in any direction while pressing your attack buttons to see what happens.
- To throw a Fast Punch, press **Y**. You can press the Control Pad in any direction, or leave it alone while punching, to vary the move.
- To throw a Punch from a crouching position, press the Control Pad **down**, then press **X** or **Y**.
- To throw a Punch from the air, press the Control Pad **up**, then press **X** or **Y**.

Kicks

- To deliver a Power Kick, press **A**.
- To deliver a Fast Kick, press **B**. Experiment with the Control Pad to see how the kick changes.
- To deliver a Jumping-Kick, press the Control Pad **up**, then press either **A** or **B**.
- To kick from a crouching position, press the Control Pad **down**, then press **A** or **B**.

Defense

- To activate the force field shield, press the Control pad **down**, then press **L**.

- The most effective defense is one which counters an attack on the same level. For example, if your opponent hits from a standing position, defend from a standing position.

Other Moves

Each character has either a Taunt move and/or a Kata. Use these moves to aggravate your opponent.

- To make your character perform a Taunt or Kata, press **R**.

- In some cases, a different Kata can be activated by pressing **R**, then the Control Pad in some position. Experiment with the different characters.

THE STORY OF SHAQ-FU

Long ago and far away, in a place called The Second World, there ruled the heartless sorcerer Sett Ra. His hunger for power still gnawed at him even though his dominance over the Second World was unchallenged; he longed to extend his grasp to the fair First World, Earth.

Sett Ra's plan was simple. He would destroy the Pharaoh of Egypt and usurp his throne. He created a perfect assassin from his own shadow who would serve him without question. This shadow became Beast, the mightiest and most loyal of all Sett Ra's minions. Beast destroyed the Pharaoh, and the disguised Sett Ra soon sat upon his throne.

However, the Pharaoh's son Ahmet was not deceived. He brazenly confronted the powerful sorcerer, threatening to reveal him. Sett Ra called forth Beast from his shadowy other domain. Ahmet barely escaped from the palace to the Great Desert, where his grandfather, Leotsu the Wise, dwelt as a monk and hermit. Leotsu and Ahmet united with a coven of powerful wizards from the lands beyond Egypt, and their combined power was able to send Sett Ra back to the Second World, comatose and imprisoned within a rune-encrusted pyramid. He slumbered for a millennium, bound by the wrappings of a mummy.

Beast roamed the Second World, dedicated to finding and releasing his dread master. Successful at last, Beast and Sett Ra vow to

wreak havoc on those who stopped them before. They have gathered a battalion of formidable fighters to further this end.

To regain his full strength and to end his exile from the First World, Sett Ra must perform an ancient ritual upon a descendant of Ahmet. Beast has now returned from Earth with the child Nezu, a child in whose veins the royal blood runs pure. All is ready for the final cataclysmic battle–only the Chosen One can stop Sett Ra now. One who possesses strength, courage, agility, spirituality, intelligence and unsurpassed skill in the martial arts. Where will the world find such a one? Only Shaq knows.

The Game Setup Screen

From the Game Setup screen, you make your play mode selection, and can customize or change certain parts of the game. The play modes available are: DUEL, STORY, and TOURNAMENT.

DUEL is a one-on-one game mode for one or two players (see *Duels* on page 13).

STORY lets you know how Shaq got into the Second World, and takes you, as Shaq, on a dangerous quest through Sett Ra's domain.

TOURNAMENT is a two to eight player contest (see *Tournaments* on page 15). Select OPTIONS to see how you can change the game (see *Options* on page 10).

To make a selection:

1. Press the Control Pad **up/down** to highlight an option.
2. Press **START** or **A** to select a highlighted option.

If you don't make a selection, a fight demo appears. Press **START** to exit the demo and return to the Game Setup screen.

Options

To make changes and customize the game:

1. Select OPTIONS from the Game Setup screen. The Options screen appears.
2. Press the Control Pad **up/down** to highlight the option you want to change.
3. Press the Control Pad **left/right** to change a highlighted option.
4. Press **START** to confirm your selections and return to the Game Setup screen.

Level: There are three levels of difficulty: EASY, NORMAL, and HARD. The easier the level, the easier your opponents are to defeat. Get the full Shaq experience and go for HARD!

Music Test: This option lets you hear all the different pieces of music in the game.

- To hear the music, press **A** after selecting a number.

Sound Test: Check this option out to hear all the sound effects used in the game.

- To hear the sound effects, press **A** after selecting a number.

Audio On/Off: Turn the music and the sound effects on or off.

Time: Use this option to adjust round times in the game. Time is measured in seconds and the settings range from 10 to 300 seconds. When the Time option is OFF, fights last until one of the fighters goes down.

Game Speed: Use this option to change the speed of the game. Choose between NORMAL or FAST.

Control Setup: This option lets you change the button configuration on your controller. Configurations on both Controllers 1 and 2 can be changed.

- To change the configuration, press the Control Pad **up/down** to highlight the button you want to change, then press the button you want it to be.
- To change the configuration for Controller 2, Control Pad **down** past the Controller 1 configuration menu.

Story Mode

Why is Shaq in this strange land, and why must he fight these dangerous opponents? Select this mode to discover the answers to these questions. This mode allows for one player only, and you become Shaq. After you select STORY from the Game Setup screen, the story begins.

- To page forward through the story, press **A**.
- To go straight to the Second World and skip the story, press **START**. (If you don't do anything, the text scrolls forward automatically.)

Second World

Once the story ends, Shaq enters the Second World through a magical portal. He finds himself on an island with different opponents awaiting him. There are three levels he must pass through before he faces the final battle, and he cannot continue on to another level until he defeats all those on the first level. Six opponents stand ready to end his journey. If he is defeated by any one of them, he can continue from where he left off

three more times. After that, the game is over and he must begin again anew.

- To select your first opponent, use the Control Pad to move Shaq around the island to the locations shown. The location's names appear on the screen when Shaq nears an entrance.
- To enter the location and begin the match, press **A** or **START** when the location name appears.
- To continue once you have been defeated, press **A** or **START** at the Continue screen before the countdown reaches 0.

Duels

Duels, which are best 2-out-of-3 contests, can be played by either 2 players "head to head" or by 1 player against the Super NES. It is possible for a character to fight a duel against him-or-herself, such as Shaq vs. Shaq. In such cases the characters will be different colors so you can tell them apart.

One Player Duels continue until you beat every character, or until you lose a best 2-out-of-three match. When you are defeated, you can continue three more times.

- To continue once you have been defeated, press **A** or **START** at the Continue screen before the countdown reaches 0.

To Play a One Player Duel Round:

1. Select DUEL from the Game Setup screen. The Duel Selection screen appears.

2. Press the Control Pad in any direction to move the selection box among the character portraits.
3. Press **START** to select a character in your selection box and begin the Duel. Your opponent is randomly selected.

To Play a Two Player Duel Round:

1. Select DUEL from the Game Setup screen. The Duel Selection screen appears.
2. Player 1's selection box appears. Player 2 must press **START** before Player 1. The second selection box appears.
3. Both players can now use their Control Pads to move their selection boxes and make their character selection. Both players press **START** to confirm their selection, and begin the duel.

NOTE: Player 2 presses **START** first to call up the appropriate selection box. Both players then press **START** to confirm their character selection and move to the Duel.

Handicapping a Two Player Duel

You can change the odds in a two player duel by adjusting the Handicapping meter that appears at the bottom of the screen. A yellow dot appears on the screen, placed in the center of a green line. Move the dot left or right to weaken or strengthen your own or your opponent's character.

- To move the yellow dot to the right, press **X**. The farther the dot moves from a character, the stronger that character becomes; the closer the dot, the weaker the character.
- To move the yellow dot to the left, press **Y**.
- To change the background, press **L** or **R**.

Tournaments

In Tournament mode, two to eight competitors play an elimination tournament to determine who is champion of the two worlds. Two controllers must be used, and a minimum of three characters must be selected to begin the Tournament. In this mode, the Super NES does not fight; all characters are controlled by you and your friends.

Any combination of characters can be selected, including duplicates of the same character. Duplicate characters' costumes are colored differently so you can tell them apart.

1. Select TOURNAMENT from the Game Setup screen. The Tournament Player Selection screen appears. Press the Control Pad in any direction to move your selection box over the character you wish to play.
2. Press **A**, **B**, **X**, or **Y** to select a character in your selection box.
3. After each player has selected the character(s) they wish to play (and at least three characters have been chosen), any player can press **START** to begin.

Tournaments are single elimination contests. If you choose eight characters (including one duplicate), the Tournament begins with a 1/4 finals round, and all upcoming matches are displayed on the 1/4 finals screen. If you choose four, you start at the 1/2 finals. Match-ups are selected randomly. Winners advance to the next round, and losers are eliminated. The winner of the final round becomes champion.

The Fight Screen

The Fight Clock

The clock appears at the top of the screen in the middle. It displays the time remaining in a fight in minutes and seconds. The clock flashes when time is about to run out.

Pausing A Fight

- To pause a fight, press **START**.

Character Info

Character info appears at the top of the screen on either side of the clock. Player 1's info appears on the left, and Player 2's on the right.

Character info consists of a character portrait, health bar, fury bar, current score, and victory tally.

Health Bar

Your character's portrait appears in the upper corner of the screen. Along with the health bar, it indicates the character's sta-

tus. As your character loses health, the portrait looks less and less healthy. Your health bar also gets shorter and shorter as your character's health decreases, and changes color from yellow (healthy) to red (not healthy).

Fury Bar
The fury bar starts to register in bright red when your character becomes infuriated by their opponent's dominance. When the bar starts to pulse and the word "FURY" appears, your character becomes more aggressive and stronger for a period of time.

Score
Your score appears just above your health bar. Your victories appear just below your health bar; an X appears in the victory tally for every fight you've won in a current match.

Winning a Fight
Fights are won either when one fighter loses all their health and their health bar is empty, or when time expires. The character with the most health left when the clock runs out, wins the fight.

Warriors of the Second world

SHAQ
AGE: 22
HEIGHT: 7'1"
WEIGHT: 301 lbs.
ORIGIN: U.S.A.

A dominating force on and off the court; Rookie of the Year, perennial all star, and founder of Shaqido...an extremely advanced form of martial art.

FAVORITE MOVE: The mighty Shaq-uriken—By summoning a devastating whirling blade, Shaq can strike evil fiercely from afar.

KAORI
AGE: 23
HEIGHT: 5'3"
WEIGHT: 123 lbs.
ORIGIN: Cimotha

Forced to obey Sett Ra's will by the power of an enchanted ring, Kaori is the martial art champion of an alien feline race.

FAVORITE MOVE: Cyclone—The force of this mighty twister leaves Kaori's opponents reeling.

VOODOO
AGE: 27
HEIGHT: 5'8"
WEIGHT: 143 lbs.
ORIGIN: Haiti

Many have fallen to Voodoo's dark magic. She uses her power to hunt Sett Ra's enemies.

FAVORITE MOVE: Eagle Claw—Out of thin air, Voodoo conjures an Eagle to damage her enemies.

RAJAH
AGE: 38
HEIGHT: 5'11"
WEIGHT: 210 lbs.
ORIGIN: Second World

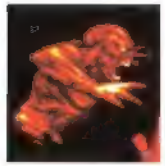
A young mystic and skilled swordsman, Rajah fell prey to Sett Ra's magic while exploring the nether planes with his spirit.

FAVORITE MOVE: Sword Shockwave—By striking the ground with both swords Rajah can launch a pulsating wave of power toward his foe.

MEPHIS
AGE: Unknown
HEIGHT: 5'7"
WEIGHT: 165 lbs.
ORIGIN: Unknown

A mighty, undead sorcerer who was once Sett Ra's apprentice thousands of years ago.

FAVORITE MOVE: Lightning Jaws—Lightning is the source of Mephis' greatest power: Beware his jaws of electric fire.



BEAST
AGE: Eternal
HEIGHT: 6'10"
WEIGHT: 410 lbs.
ORIGIN: Unknown

Created by Sett Ra from his own shadow, Beast is the mightiest of Sett Ra's servants.

FAVORITE MOVE: Spitfire—Beast launches destruction long range with a ball of flame.

SETT RA
AGE: 3000
HEIGHT: 6'10"
WEIGHT: 212 lbs.
ORIGIN: Unknown

An entity of ancient evil, Sett Ra was defeated and entombed in another dimension millennia ago.

FAVORITE MOVE: Mummy Wrap—Sett unleashes tendrils of terror to smite those who oppose him.

CREDITS

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